# Get Bit!

BY DAVE CHALKER

*You and the other toys thought you were alone in the tub… but that familiar squeaking can only mean one thing: rubber shark! It's time to get swimmin' so you don't get bit! Remember: you don't have to swim faster than the shark, you just have to swim faster than your friends!*

## COMPONENTS



42 swimmer cards



1 shark



6 action figures

## SETUP

Each player takes an action figure and all the cards that match that action figure's color.

In a five player game, remove the "7" from each player's hand: it is not used in the game. In a four player game, remove the "6" and "7" from each player's hand: they are not used in the game.

Take all the players' action figures and place them in a line in the center of the table, lying down as if they were swimming in the same direction, in a random order. Place the shark at the end of the line just behind the feet of the last action figure.





Now you're ready to play the game!
Be sure to note the exception for the first round under the Get Bit! phase.

## PLAY

Game play is done in three phases: **Choose Cards**, **Move Action Figures**, and **Get Bit!** *Note: The Get Bit! phase is skipped during the first round of play.*

### CHOOSE CARDS

To begin the round, each player chooses a card from their hand and puts it face down on the table in front of themselves. Make sure to separate the card you are playing from cards played in previous rounds.

When all players have selected their cards, all the cards are turned face up.

### MOVE ACTION FIGURES

First, all players compare cards. Anyone who plays the same number as any other player does not move their action figure.

Then, the player who played the lowest untied number moves their action figure to the front of the line. Then the player who played the next lowest untied number moves their action figure to the front of the line, and so on until everyone who played untied numbers has moved.




## GET BIT!

*Note: The Get Bit! phase is skipped during the first round of play.*

After all players have moved their action figures (or not, if tied), the action figure in the back of the line gets bit by the shark. That action figure's player removes one of the action figure's limbs (a complete arm or leg), and moves their action figure to the front of the line. That player then picks up all their cards on the table and puts them back in their hand. When an action figure loses its last limb that action figure is devoured by the shark, eliminating them from the game.



Any player who has only one card remaining in their hand picks up all their cards on the table and puts them back into their hand. (Because of this, you are never forced to play the last card in your hand.) Otherwise, the cards played stay in front of the action figure player in the order they were played so other action figure players can inspect what numbers have already been played.




The next turn begins back with the **Choose Cards** phase.

## EXAMPLE OF GAMEPLAY AND ACTION FIGURE MOVEMENT:

John, Anne, Beth, and Ted have their action figures in the following order at the start of the round:

John - Anne - Beth - Ted



John chooses to play his "4" card, Anne chooses to play her "1" card, Beth chooses to play her "4" card, and Ted chooses to play his "5" card.

Once all the cards are chosen, they are turned face up. Since Anne played the lowest untied number, she moves to the front first. Then since Ted played the next lowest untied number, he moves to the front next. John and

Beth do not move, since they tied each other.

John - Beth- Anne - Ted



Since Beth is now in the back after movement, the shark bites her action figure. She removes one of its limbs, moves it to the front, and picks up all of her played cards.

Beth - Anne -Ted - John



Ted is down to one card in his hand, so he also picks up all his played cards. All other players leave their played cards on the table. The next round then begins with all players choosing cards.

## GAME END

Repeat these phases until there are only two action figures left. As soon as this happens, the shark devours the action figure in the back, regardless of how many limbs they have. The player whose action figure is in the front escapes the shark and wins the game!

## VARIANTS

### 3 Action Figure Players

When playing with 3 players, setup as if playing with 4 players. The 4th automatic player still gets a hand of cards — put those cards in a stack and during the **Choose Cards** phase, play the top card of their stack. Whenever they pick up all their cards as a result of getting bit, or having only one card in their stack, shuffle their cards to make their stack again. In all other ways, play as a 4 action figure player game.

### 2 Action Figure Players

Each player plays two action figures of different colors. They select cards for each color as normal. The only difference is that as soon as one player has an action figure eliminated from the game, that player loses and the other player wins.

### Memory Game

Game play proceeds as described above, but instead of keeping the cards played open, during the **Get Bit!** phase, all cards previously played are turned face down.

### Advanced Play

### Get Bit! The Feeding Frenzy: Sharkspansion

The Feeding Frenzy Sharkspansion contains:
6 Hunger tokens
6 Shark cards






### SET UP FOR PLAYING AS THE SHARK:

Choose one player to play the shark, giving them the Shark cards. The shark player receives 1 Hunger token for each swimmer player in the game.

Set up the base game as normal, including the shark not biting in the first round.

### Play

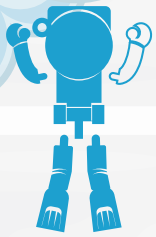
The gameplay is the same for the swimmers. The shark player plays 1 Shark card from their hand during the **Choose Card** phase and it is revealed at the same time as swimmer players reveal their cards.

After all the swimmers have moved, the shark bites whoever is in the back of the line and removes the limb corresponding to the card played:

- Right Leg, Left Leg, Right Arm, or Left Arm: If the swimmer has that limb, the limb is removed, that swimmer jumps to the front and picks up all of their cards. If the swimmer does

not have that limb, it is counted as a Miss.

- Exhaustion: If there are any ties this round, the swimmer players with tied cards discard them for the rest of the game. If there are no tied cards the shark is exhausted and this counts as a Miss.

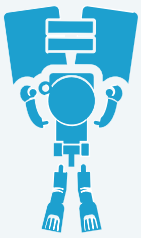


- Any Limb: If any of the cards played by swimmer players this round are ties, the swimmer player in the back loses a limb of the swimmer player's choice, jumps to the front, and picks up all of their cards. If there are no tied cards, it is a Miss.



Like a swimmer player, if the shark player is ever down to just one card in their hand, they pick up all their cards.

### Miss



On a Miss, the shark loses 1 Hunger token and picks up the cards they have played. The swimmer in the back does not lose a limb, move, or pick up their cards.

### Game End

If the shark loses their last Hunger token, the game ends. The swimmer with the most limbs wins. If there's a tie, the swimmer with the most limbs closest to the front wins.
If the game ever comes down to just one swimmer and the shark, the game ends, and the shark wins.

### Credits

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